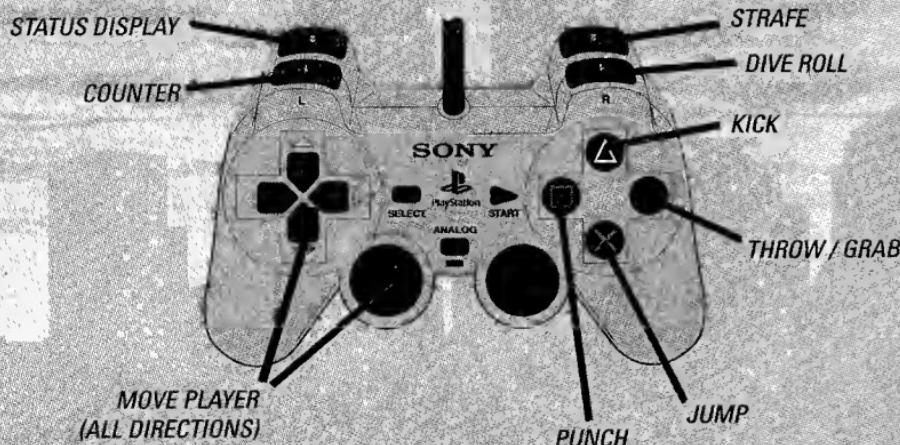


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DEFAULT CONTROLS

Use the following default controls to help Jackie Chan beat the forces of evil! You can adjust the controller configuration in the Options Menu (see Page 9 for more information).

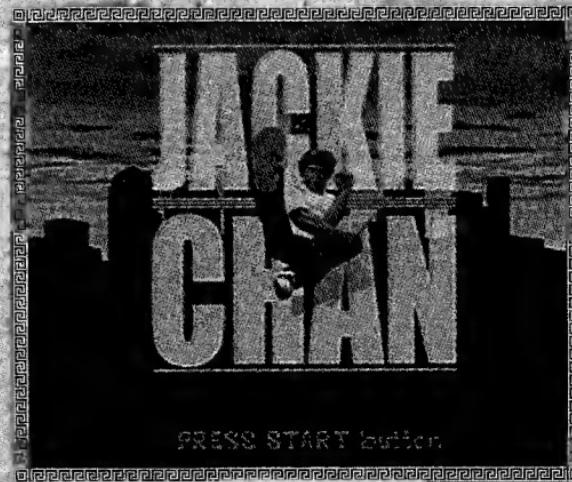


NOTE: To control Jackie Chan with the Left Stick, press the Analog Mode Switch until the LED lights up "RED".

Remember to press START to pause the game. See Page 10 for information on the Pause Menu options.

PLAYING THE GAME

Jackie's grandfather has been kidnapped, and you must help Jackie get him back! You control the internationally known actor and stuntman as he makes his way through the danger-filled city. You will be confronted with a wide variety of challenges including fighting through countless thugs and crooks, making your way across narrow ledges, and even fighting on top of a speeding subway train!



If you're ready to begin your journey, at the Title screen press START.

PLAYING THE GAME

After pressing **START** at the Title screen, a short movie will play, showing you how this whole thing started. After the video is done (you can press **START** to stop the movie and begin playing), your game will begin.



Jackie finds himself in the Destination Select area. This area allows Jackie to select his destination as different areas are unlocked. From here you can guide Jackie (using the Directional buttons) to the part of town he needs to go to. When you begin a new game, Jackie must start his search in Chinatown.

You have three Takes to start with. These are located on the bottom-right of the game screen when the game is paused (or when you check your STATUS by pressing **L2**). Throughout the game you must collect "Red Dragons". Some are very easy to find, others are extremely hard to find or get to. If you collect 10 of the Red Dragons in a single level, you will earn a Gold Dragon.

You can also find extra takes during the game. Every "Film Clapboard" you find will automatically give you an extra take. Try to find them (some are hidden) to earn as many takes as you can, because you're going to need them!

PLAYING THE GAME

Pay attention to the information below. It will show you what to look for when playing the game. To display your status (Remaining Takes and Red Dragons collected) during the game, press **L2**.

HEALTH METER



GAME OPTIONS



Before you begin your dangerous mission, you have the option to change some of the settings in the game. Before you choose a level, press START to access the Main Menu. Select OPTIONS from the Main Menu by pressing Up or Down on the Directional buttons and pressing X to access the Options Menu. To select a feature to adjust or to view the game's Credits, highlight it and press X. To exit back to the Main Menu, press A.

CONTROLLER SETTINGS: You can turn the Vibration Function ON or OFF as well as choose from three different Controller configurations. To change the option, highlight it and press Left or Right on the Directional buttons to adjust the option.

SOUND OPTIONS: You can adjust the volume of the Sound Effects, Music and Jackie's own Voice Over. Select the option and press Left or Right on the Directional buttons to adjust the volume. You can also change the sound output to be either Stereo (ON) or Mono (OFF) sound.

CREDITS: You can view the game's credits with some classic Jackie Chan outtakes!

PAUSING THE GAME

After you begin playing on a level, you may want to pause the game. To pause a game in progress, press START. This will access the Pause Menu. In the Pause Menu you can Resume Game, adjust the Sound Options, turn the Vibration ON or OFF, or Exit Level. To choose one, highlight it and press X. To adjust the Sound Options, follow the instructions on the previous page.

You may also Resume Game by pressing A.

If you choose Exit Level, you will be taken back to the Destination Select area. Select Exit Level and press X. You will be asked if you want to Exit Level or not. Select YES or NO and press X again. If you wish to quit the game, you can only do so at the Destination Select area. After you exit a level, press START again. Select QUIT GAME and press X.

When you pause the game, your Status will be displayed with your remaining Takes as well as how many Red Dragons you have collected.



LOADING/SAVING GAMES

You can Save games and Load saved games at the Main Menu. In order to Load or Save a game, you must have a Memory card inserted into Memory card Slot 1 (see Page 3 for a diagram).

At the Main Menu, select either Load Game or Save Game and press **X**. The feature Quit Game under the Main Menu allows you to quit out to the title screen.

If you choose to Load a game, you will be notified that all current game data will be lost. Choose whether you want to continue or not and press **X**. If you continue and load your saved game, the game will check your Memory card for game data and load it. If loaded successfully, you will begin at the center of town and continue with your saved game.



To Save a game, select Save Game and press **X**. The game will inform you that it will require 1 free block of space on your Memory card. If you choose to continue, press **X**. If you have a previous game saved to your Memory card, you can choose to Overwrite it. Select Yes or No and press **X**.

BASIC MOVES

In order to help Jackie complete his dangerous mission, you will have to use a variety of attacks and acrobatics. There are many situations you will face that call on great timing and skill if you are to succeed. The following are some basic moves for Jackie. All of the following moves are based on the default Controller configurations (see Page 5 for more information).

- - PUNCH (Press and Hold for a charged Punch)
- △** - KICK (Press and Hold for a charged Kick)
- ×** - JUMP (Press **X** + **△** or **□** for a Jumping Kick)
- - THROW / GRAB (used to interact with weapons, doors, ladders and enemies)

Jackie can climb ladders, open doors and pick up objects by pressing **○**. Make him face the object, door or ladder and press **○**. To climb the ladder or to lift Jackie onto something he's hanging off of, press the Directional button that corresponds to the direction Jackie is facing.

Jackie can also jump off walls by facing them and holding the Directional button (in the wall's direction) and pressing **×**. When Jackie makes contact with the wall, press **×** again. He will then jump off of the wall.

Jackie can move some objects by making him face the object and pressing the Directional button in the direction you want to push the object.

USING OBJECTS

In addition to using his hands and feet as weapons, Jackie also has a habit of using normal, everyday objects. At certain points in the game, you will find items such as lifesavers, brooms, and even fish to use as weapons!

To use one of these objects, move towards it and press **Ⓐ**. You will now be able to use the object for a limited amount of time. You can also throw the object at an enemy by pressing **Ⓐ** again. Make sure you are facing the enemy when you throw the object.



In some areas Jackie is able to flip tables and chairs. When you do this, you will cause some damage to enemies located near you. To flip a table or chair, walk up to the object and press **Ⓐ**.

Remember that when you use an object as a weapon, you will only be able to use it for a limited time!

HELPFUL ITEMS

The following are some very important items you will need to collect if you want to help Jackie complete his mission. Almost all of these will be hidden in the game. Some will be very easy to find while others will require great skill to locate.



RICE: Finding a bowl of rice will make Jackie's health meter rise a bit.



MILK: A carton of milk will give Jackie a small boost of health.



TAKE-OUT BOX: This will give Jackie almost a full health boost.



RED DRAGON: Collect 10 of these to give Jackie a **GOLD DRAGON**.



EXTRA TAKE: For each one you find, you will earn an extra Take. These are hidden within the game and are pretty difficult to find.



GOLD DRAGON: ???

HIDDEN ITEMS

Some objects are hidden within the game. To find these power-ups and health bonuses, you'll have to be both aggressive and acrobatic.

In order to find hidden items on the ground, you'll have to break things. Boxes, crates and even potted-plants can contain valuable health bonuses and Dragon Heads that you need. To break these objects, make sure you are facing the object (using the Directional buttons) and kick it. Sometimes you might be able to make an enemy break the object by knocking them into it.

Other items require expert timing and a sense of courage. These items are usually hidden high atop a building ledge or in another hard to reach area. If you can make it to the item, the payoff is usually well worth the effort. These items usually contain Red Dragons, Gold Dragons or Extra Takes.

